

Mellon Partners Workshop on Transformational Learning and Digital Humanities

Vanderbilt University

CENTER FOR
DIGITAL
humanities

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Mellon Partners in Humanities Education

Berea College

Fisk University

Tennessee State University

Tougaloo College

Vanderbilt University

Mellon Grants provide for:

- Postdoctoral teaching fellowships
- Funding for collaborative projects
- Workshops, symposia, conferences
- Not exclusively digital humanities

Transformational Learning and Digital Humanities

What *is* "Transformational Learning"?

What *is* “Digital Humanities”?

What *is* “Digital Humanities”?

- Matthew G. Kirschenbaum, “What is Digital Humanities, and What’s it Doing in English Departments?” (2010)

Wikipedia:

- **Digital humanities (DH)** is an area of scholarly activity at the intersection of computing or digital technologies and the disciplines of the humanities. It includes the systematic use of digital resources in the humanities, as well as the reflection on their application.^{[1][2]} DH can be defined as new ways of doing scholarship that involve collaborative, transdisciplinary, and computationally engaged research, teaching, and publishing.^[3] It brings digital tools and methods to the study of the humanities with the recognition that the printed word is no longer the main medium for knowledge production and distribution.^[3]

Brian Croxall: Five things we mean when we say “Digital Humanities”

1. Creation of digital archives and primary source materials
2. Digital scholarly communication
3. Digital examination of humanistic objects
4. Humanistic examination of digital objects
5. Digital pedagogy

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** Multimodal publishing

** Spatial humanities / mapping

** Data science for humanities research

** “Distant reading”

Digital Humanities Center Website

<https://www.vanderbilt.edu/digitalhumanities/>

Miriam Posner, “How did they make that?”

What is the source material?

How has that source material been processed?

How are the results presented?

Digital Humanities in the Classroom

Source | Processed | Presented

Opportunity for students to engage with materials and ideas

Twitter	Vdideo game
Wikipedia	engines
Instagram	Voyant Tools
Basic maps	Omeka
Data	Scalar
visualizations	Podcasts
Timelines	Video essays
3D modeling	Crowdsourcing